ABSTRACT

An object model is provided as a general framework for managing network services, such as firewall services. A user or an administrator of a computer may utilize the object model to manage and configure the firewall services. The object model isolates a user and/or an administrator from having to deal with the many possible issues involved in configuring the services. The object model includes two main name spaces: a policy engine platform and a policy object model. The policy engine platform is the central point for interacting with the policy for the services and the kernel components that actually perform the services. The policy object model is used to specify policies that the services support.